

BUMBLE GAMES

Help your child learn fundamental math skills by playing with Bumble, a friendly creature from the planet Furrin. Children learn to plot numbers and even create their own computer graphics. Have your child discover the fun of the computer versions of dot-to-dot and tic tac toe. Ages 4-10.

About the Author

Leslie Grimm, Ph.D., has designed and programmed many award-winning TLC learning games, including the Gertrude and Moptown series. With more than a decade of experience in working with children, Dr. Grimm began creating learning software to utilize the power of the microcomputer as a child's learning tool. Prior to programming for The Learning Company, Dr. Grimm earned degrees from Stanford University and the University of Washington.

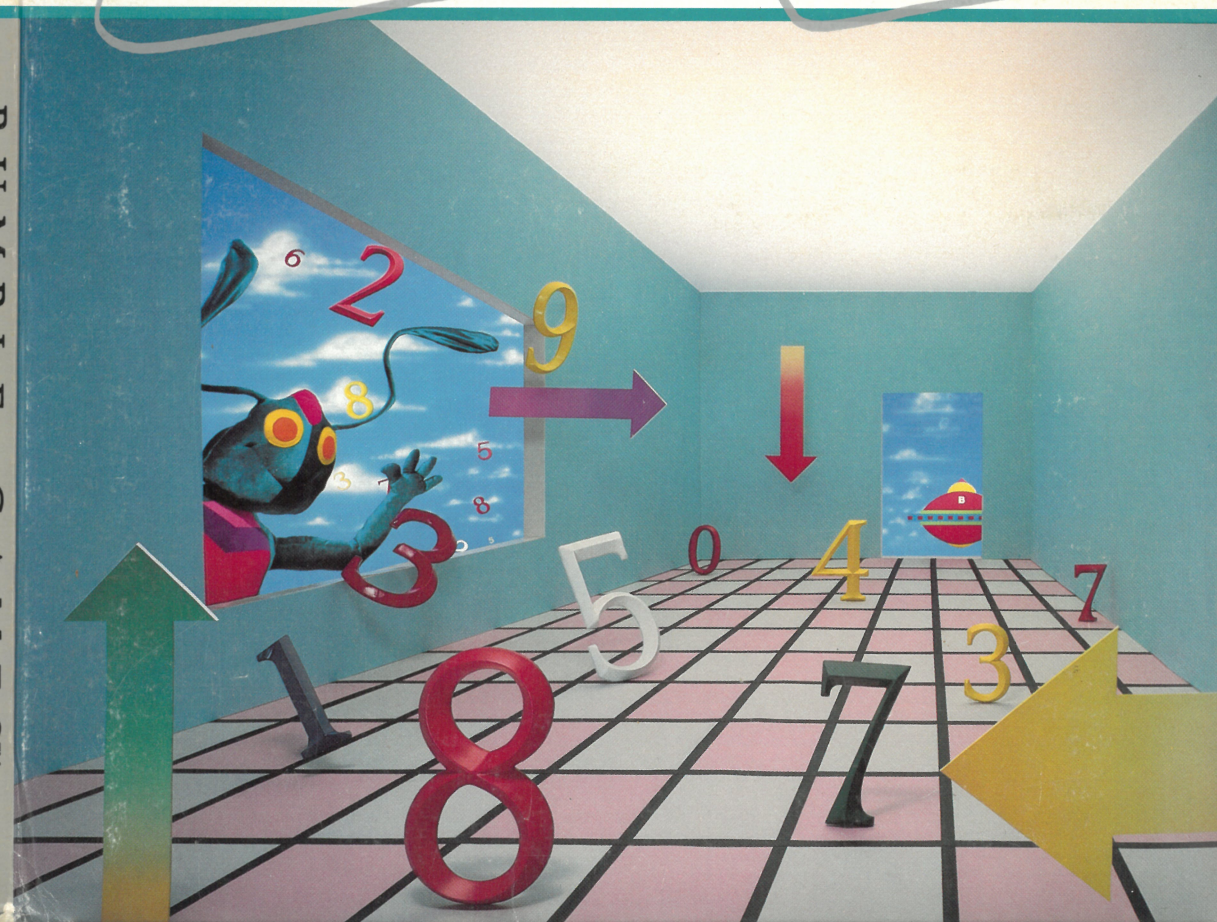
The Learning Company is widely regarded as the pioneer in computer learning software. The company was founded by educational psychologist Dr. Ann Piestrup and the roots of the company remain grounded in educational theory. All TLC software programs are evaluated by its team of educational authorities and are extensively tested with children for their playful format and learning value. The company remains committed to providing children with software that teaches conceptual learning, logic and problem solving — skills that are needed for the computer age.

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BG/APPLE

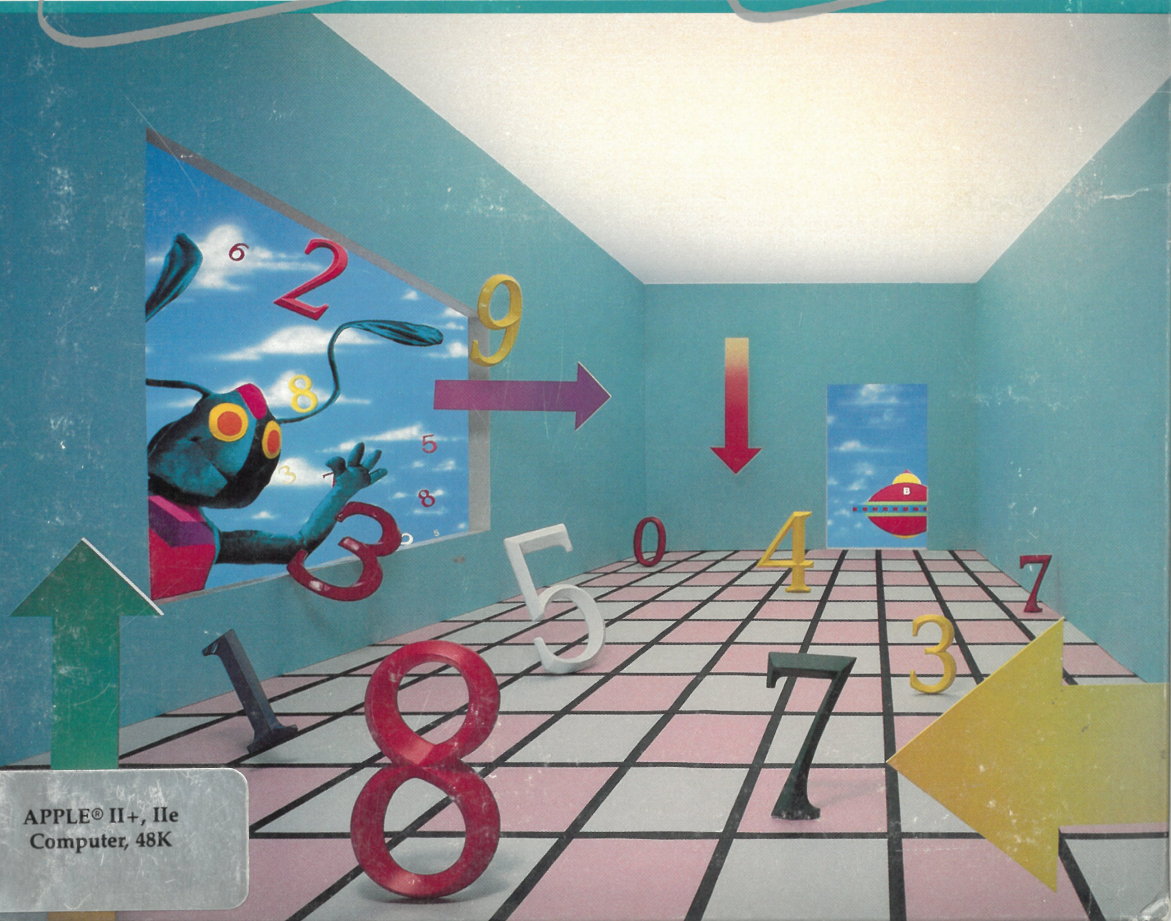
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APPLE® II+, IIe
Computer, 48K

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